

EXPERIENCE

WITHIN

Designer, May 2017–Present

- Led UX for a TBA VR project that encompasses VR interactions; mobile interactions; device pairing between VR headsets, phones, and other peripheral devices; and marketing. Visual designer on all 2D interfaces. Ensured all UX and visual design fit within Material Design and Human Interface guidelines.
- 2D designer on Wonderscope, an ARKit app for kids, in Nov 2017. Worked on user experience flows and designed all of the 2D interface assets, including iconography. Designed and coded promotional website. Wonderscope was featured in the Apple App Store and featured in the Kids and ARKit categories.
- Lead designer on website and mobile app redesign for both UX flows and visual designs. Worked closely with engineering to hand off assets and to ensure proper implementation.
- Lead designer on all content-related assets. Created thumbnails for all content pieces on the Within platform, as well as all other required assets for content releases.
- Collected and organized design resources to produce design documentation for VR projects, branding guidelines and overall style guidelines.

WEEBLY

Design Intern, June–August 2016

UX, product design, illustrations. Designed web interfaces for e-commerce products using design style guide framework elements. Participated in user research and testing.

HACK@BROWN

Design Lead, July 2016–February 2017

Design Team, November 2015–June 2016

Branding, UX, wayfinding, environmental design, inclusive design. Co-designed and rebranded Hack@Brown for two consecutive years. Worked on responsive web design, press kits, and event signage.

(ADD)VENTURES

Graphic Design Intern, June–August 2015

Branding, marketing, environmental design, and advertising. Worked on projects for clients such as CVS Health, Honeywell, and the Rhode Island Tourism Board.

EDUCATION

RHODE ISLAND SCHOOL OF DESIGN (RISD)

BFA Graphic Design 2017

Honors. Liberal Arts
Concentration in Media,
Technology, and Cultural Studies

BROWN UNIVERSITY

Select Courses 2014–2015

Courses include CS1300:
Designing, Developing, and
Evaluating User Interfaces.

COMMUNITY

AR/VR ACADEMY

Cohort 1, 2018–2019

Joined a mentorship group for people learning more about VR and AR technologies in order to learn more skills in Unity and 3D modeling.

SKILLS

DESIGN

User Experience, User Interface,
Iconography, Branding, Illustration

PROGRAMS

Photoshop, Illustrator, InDesign,
Figma, Sketch, Keynote, Principle,
InVision, Protopie, Unity (basic)

PROGRAMMING

HTML/CSS, Javascript (basic),
C# (basic)